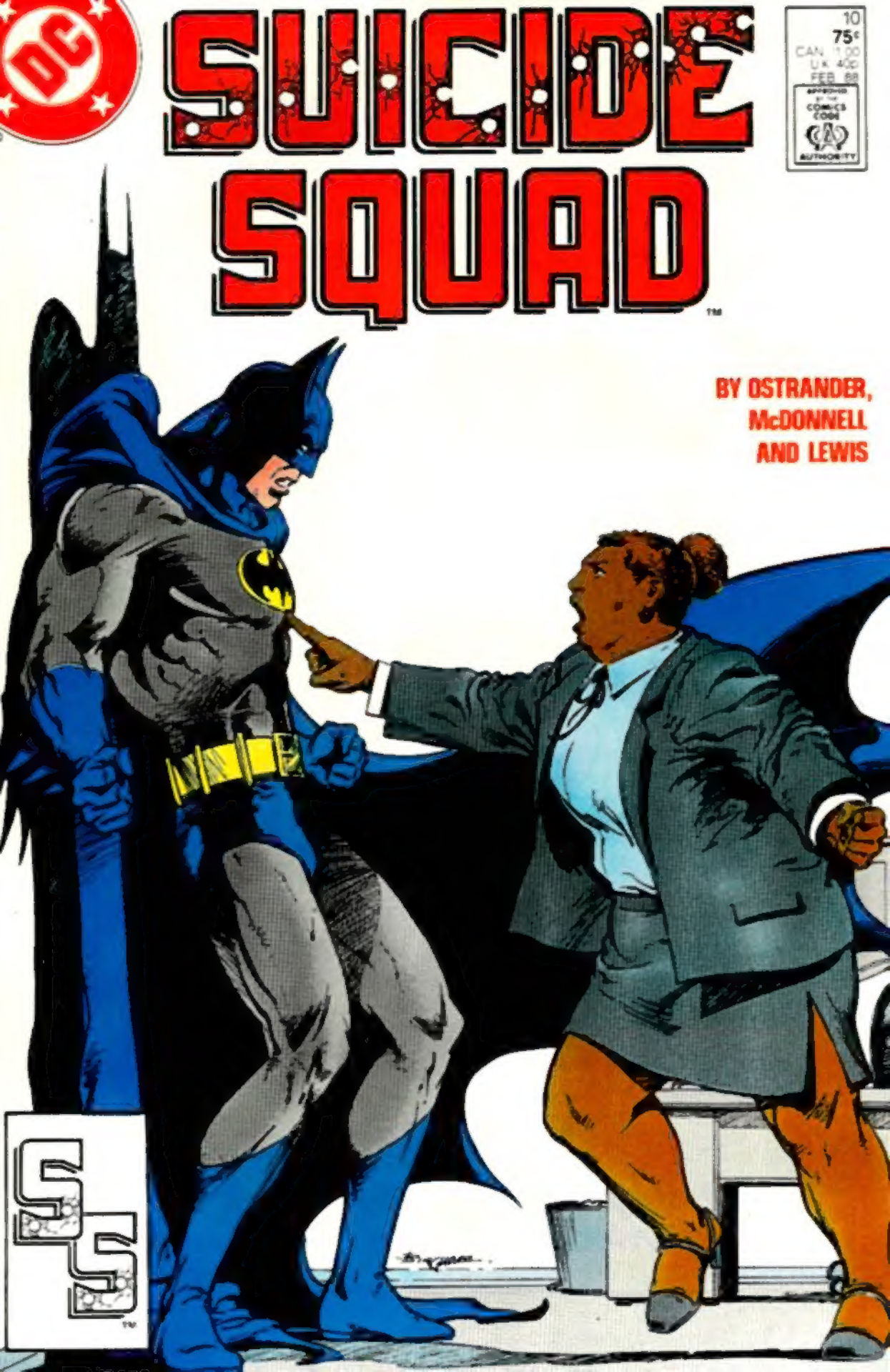
DC
SUICIDE SQUAD
10
75¢
CAN. 1.00
U.K. 40p
FEB. 88
APPROVED BY THE COMICS CODE AUTHORITY
BY OSTRANDER, McDONNELL AND LEWIS
SS

SUICIDE SQUAD 10 Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, N.Y. 10103. POSTMASTER: Send address changes to SUICIDE SQUAD, DC Comics Inc., Subscription Dept P.O. Box 1981, New York, NY 10185. Annual subscription rate $9.00. Outside U.S.A. $11.00 in U.S. funds. Copyright © 1987 DC Comics Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. All characters featured in this issue and the distinctive likenessess thereof are trademarks of DC Comics Inc. Advertising Representative: Print Advertising Representatives Inc., 355 Lexington Avenue, New York, NY 10017 (212) 391-1400. Printed in U.S.A.
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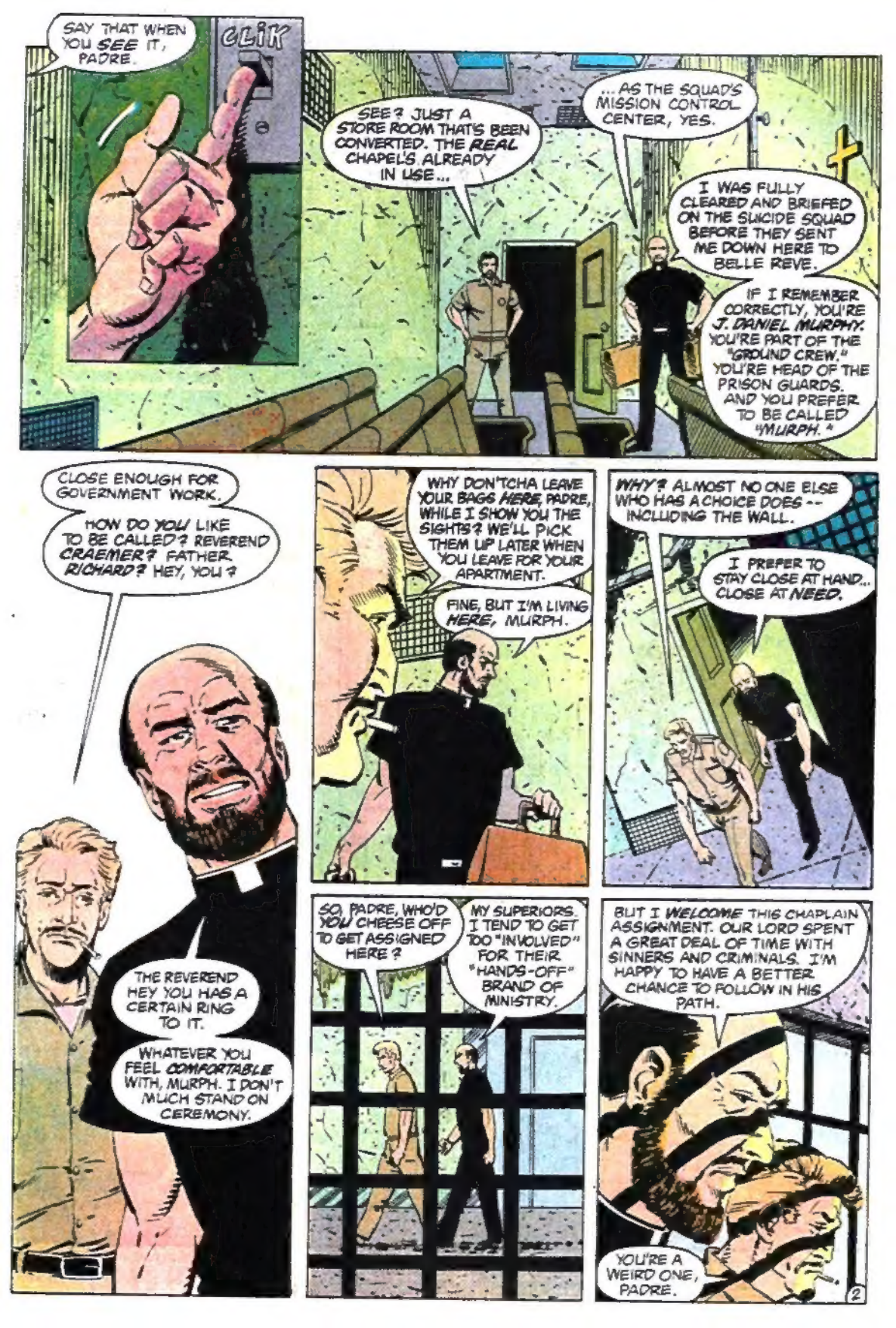
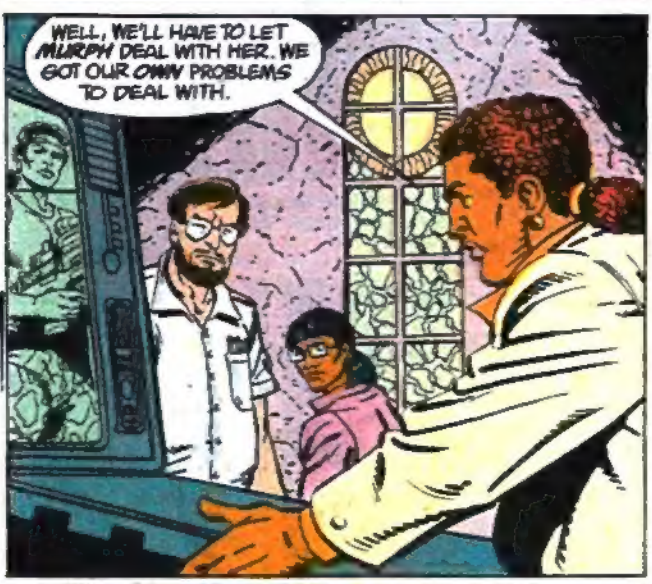

SAY THAT WHEN YOU SEE IT, PADRE.
CLIK
SEE? JUST A STORE ROOM THAT'S BEEN CONVERTED. THE REAL CHAPEL'S ALREADY IN USE...
...AS THE SQUAD'S MISSION CONTROL CENTER, YES.
I WAS FULLY CLEARED AND BRIEFED ON THE SUICIDE SQUAD BEFORE THEY SENT ME DOWN HERE TO BELLE REVE.
IF I REMEMBER CORRECTLY, YOU'RE J. DANIEL MURPHY. YOU'RE PART OF THE "GROUND CREW." YOU'RE HEAD OF THE PRISON GUARDS. AND YOU PREFER TO BE CALLED "MURPH."
CLOSE ENOUGH FOR GOVERNMENT WORK.
HOW DO YOU LIKE TO BE CALLED? REVEREND CRAEMER? FATHER RICHARD? HEY, YOU?
THE REVEREND HEY YOU HAS A CERTAIN RING TO IT.
WHATEVER YOU FEEL COMFORTABLE WITH, MURPH. I DON'T MUCH STAND ON CEREMONY.
WHY DON'TCHA LEAVE YOUR BAGS HERE, PADRE, WHILE I SHOW YOU THE SIGHTS? WE'LL PICK THEM UP LATER WHEN YOU LEAVE FOR YOUR APARTMENT.
FINE, BUT I'M LIVING HERE, MURPH.
WHY? ALMOST NO ONE ELSE WHO HAS A CHOICE DOES -- INCLUDING THE WALL.
I PREFER TO STAY CLOSE AT HAND... CLOSE AT NEED.
SO, PADRE, WHO'D YOU CHEESE OFF TO GET ASSIGNED HERE?
MY SUPERIORS. I TEND TO GET TOO "INVOLVED" FOR THEIR "HANDS-OFF" BRAND OF MINISTRY.
BUT I WELCOME THIS CHAPLAIN ASSIGNMENT. OUR LORD SPENT A GREAT DEAL OF TIME WITH SINNERS AND CRIMINALS. I'M HAPPY TO HAVE A BETTER CHANCE TO FOLLOW IN HIS PATH.
YOU'RE A WEIRD ONE, PADRE.
2

SO MY SUPERIORS SAY.
I HEAR YOU'RE NONE TOO FOND OF YOUR JOB.
HATE IT. BUT I'M GOOD AT IT.
DON'T GIVE TWO HOOTS FOR REGS, SO LONG AS THE JOB IS DONE RIGHT THE FIRST TIME SO I DON'T HAVE TO MESS WITH IT.
I KEEP TRYING TO QUIT. THEY KEEP GIVING ME MORE MONEY. IT'S A VICIOUS BUT REMUNERATIVE CIRCLE.
YOU'RE A WEIRD ONE, MURPH.
SO MY SUPERIORS SAY.
EXCUSE ME, PADRE. GOT A CALL.
BEEEP BEEEP
MURPH HERE. WHAT'S UP?
DUCHESS HAS GOT IN THE ARMORY AGAIN, MURPH, AND WE CAN'T GET HER OUT.
ON MY WAY.
WHO'S THIS DUCHESS? I DON'T REMEMBER SEEING HER FILE.
ONE OF THE MISSIONS TEAM--SLIPKNOT--GOT HIS ARM BLOWN OFF DURING A MISSION OUT IN THE SWAMP FOUR WEEKS BACK.*
*SEE LAST ISSUE. -- ROBERT.
THIS 6'2" BROAD FINDS HIM AND BRINGS HIM BACK TO BELLE REVE, KICKING IN OUR FRONT DOOR AS SHE DOES SO.
DECIDES TO STICK AROUND AND SEEMS TO KNOW MORE ABOUT US THAN SHE SHOULD, SO WE LET HER.
RMORY
IF SHE KNOWS HER NAME, SHE'S NOT GIVING IT. MY MEN STARTED CALLING HER DUCHESS BECAUSE SHE'S SO DAMN HIGH-HANDED.
ALSO, BECAUSE IF JOHN WAYNE EVER CAME BACK AS A WOMAN, HE'D BE HER.
3



*KARIN GRACE, AS SEEN LAST ISSUE.--BOB

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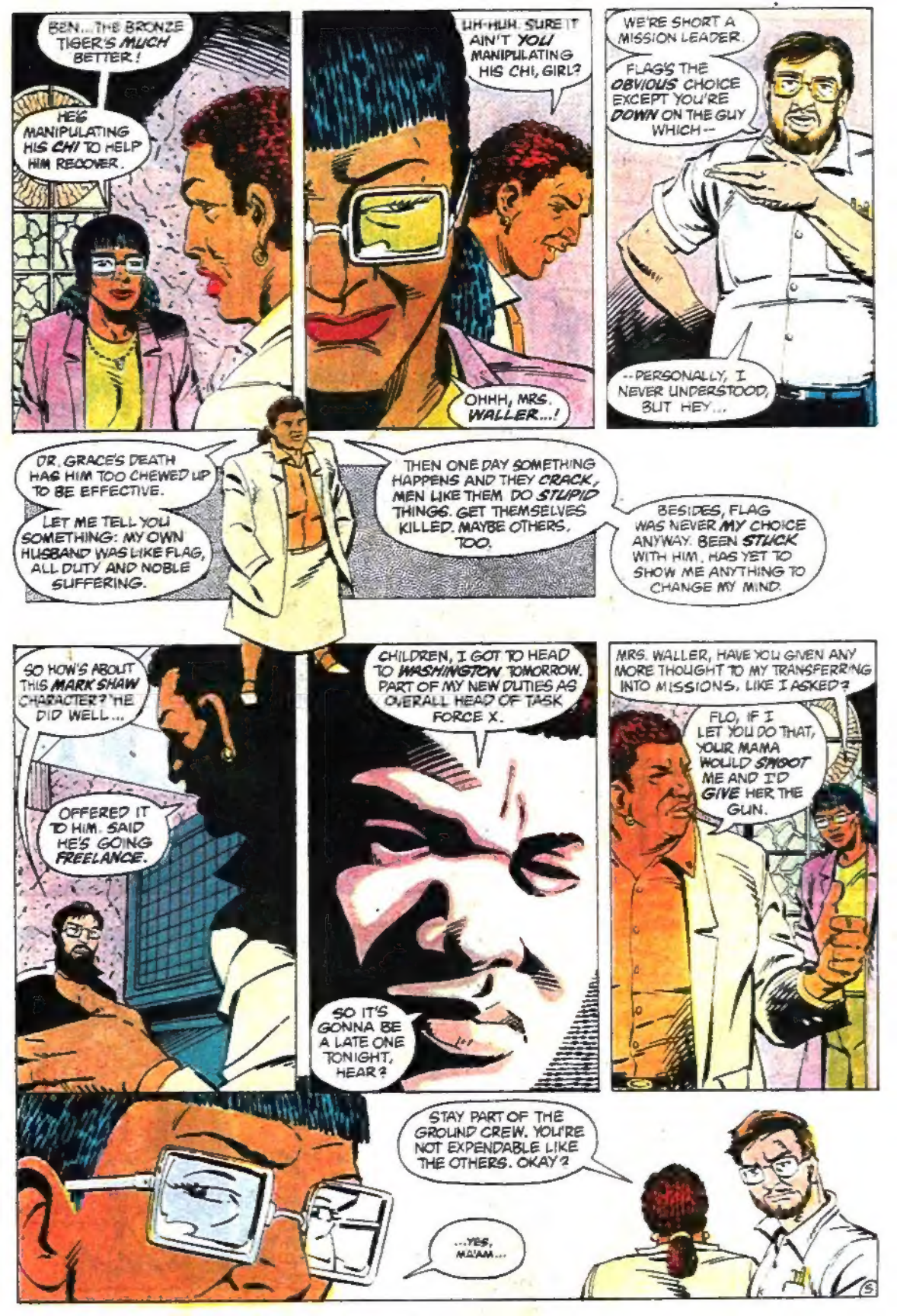

BEN...THE BRONZE TIGER'S MUCH BETTER!
HE'S MANIPULATING HIS CHI TO HELP HIM RECOVER.
UH-HUH. SURE IT AIN'T YOU MANIPULATING HIS CHI, GIRL?
OHHH, MRS. WALLER...!
WE'RE SHORT A MISSION LEADER.
FLAG'S THE OBVIOUS CHOICE EXCEPT YOU'RE DOWN ON THE GUY WHICH--
--PERSONALLY, I NEVER UNDERSTOOD, BUT HEY...
DR. GRACE'S DEATH HAS HIM TOO CHEWED UP TO BE EFFECTIVE.
LET ME TELL YOU SOMETHING: MY OWN HUSBAND WAS LIKE FLAG, ALL DUTY AND NOBLE SUFFERING.
THEN ONE DAY SOMETHING HAPPENS AND THEY CRACK, MEN LIKE THEM DO STUPID THINGS. GET THEMSELVES KILLED. MAYBE OTHERS, TOO.
BESIDES, FLAG WAS NEVER MY CHOICE ANYWAY. BEEN STUCK WITH HIM, HAS YET TO SHOW ME ANYTHING TO CHANGE MY MIND.
SO HOW'S ABOUT THIS MARK SHAW CHARACTER? HE DID WELL...
OFFERED IT TO HIM. SAID HE'S GOING FREELANCE.
CHILDREN, I GOT TO HEAD TO WASHINGTON TOMORROW. PART OF MY NEW DUTIES AS OVERALL HEAD OF TASK FORCE X.
SO IT'S GONNA BE A LATE ONE TONIGHT, HEAR?
MRS. WALLER, HAVE YOU GIVEN ANY MORE THOUGHT TO MY TRANSFERRING INTO MISSIONS, LIKE I ASKED?
FLO, IF I LET YOU DO THAT, YOUR MAMA WOULD SHOOT ME AND I'D GIVE HER THE GUN.
STAY PART OF THE GROUND CREW. YOU'RE NOT EXPENDABLE LIKE THE OTHERS. OKAY?
...YES, MA'AM...

HI, FLAG. IT'S ME, SHAW. MIND IF I COME IN?
I JUST WANTED TO SAY GOOD-BYE BEFORE I HEADED OUT.
I'M GOING PRIVATE. BOUNTY HUNT THE COSTUMED CROOKS.
CALLING MYSELF MANHUNTER AGAIN. IT WAS A GOOD NAME ONCE; MIGHT BE AGAIN.
WANT TO COME WITH ME? WE COULD BE PARTNERS...
THE WALL GAVE ME A COMMISSION. WANTS ME TO SEE IF I CAN SCARE UP THAT OLD ARGENT GROUP.
LOOK, MAN; WHEN KARIN ASKED YOU TO CARRY ON FOR HER, I DON'T THINK SHE MEANT LIKE THIS--!
GIVE IT A SHOT. WHAT THE HELL. RIGHT?
GET OUT.
RIGHT.
SEE YA 'ROUND, COLONEL.

MIDNIGHT...
JOE, I'M OUT OF FOCUS ON CELL 223. LOOK UP WHO'S IN THERE WHILE I TRY TO REFOCUS.
ONE MATCHES MALONE. TRANSIENT. BOUND FOR GOTHAM. FAVOR FOR THEIR POLICE COMMISSIONER.
THERE'S A SEALED EVIDENCE CONTAINER IN STORE ROOM A GOES WITH HIM. SHOULD WE CALL IT IN?
NAH. IT'S OKAY. A LITTLE FUZZY BUT NOTHING'S CHANGED.

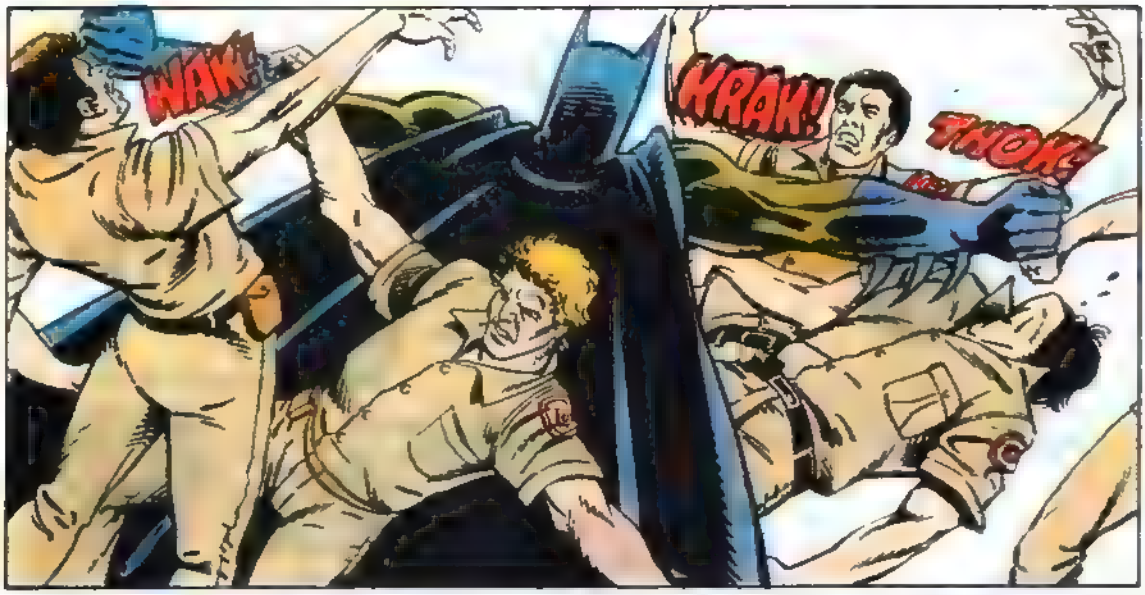
CONTINUED ON BATP PAGE FOLLOWING

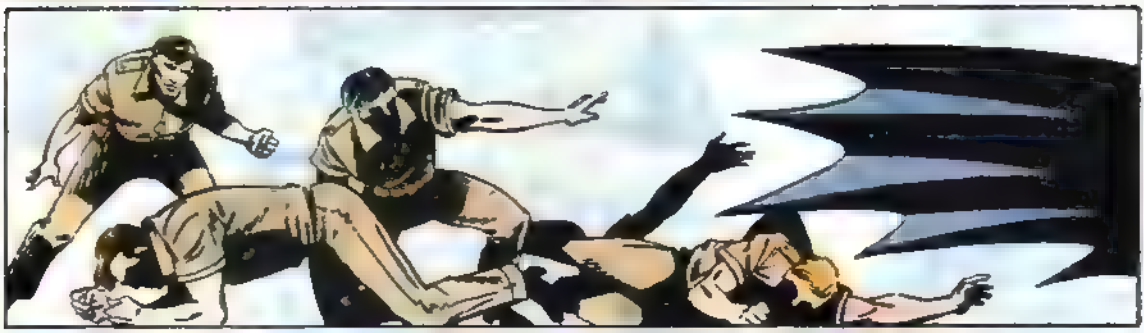
JOHN
ECONOM
WARDEN
CLIK
ENOUGH'S ENOUGH, CHILDREN. I'M ONLY GOING TO BE GONE THREE-FOUR DAYS ...TOPS.
THIS WILL HOLD US UNTIL I GET BACK.

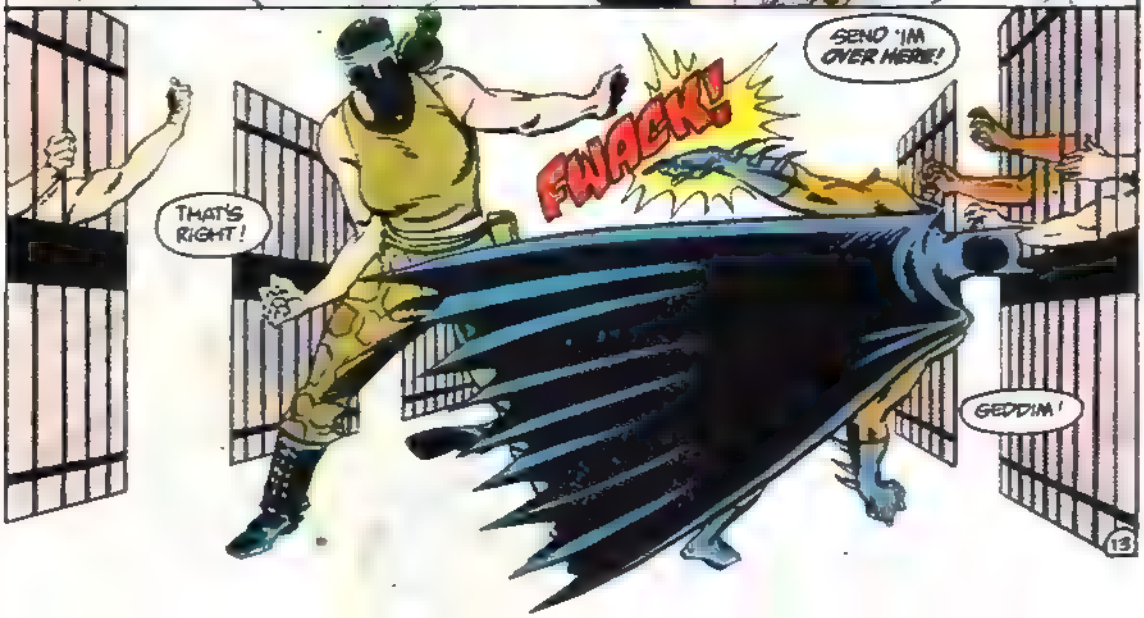
TOLD THEM WHEN I TOOK ON HEAD OF TASK FORCE X I INTENDED TO SPEND THE BULK OF MY TIME WITH THE SQUAD.
THERE COMPUTER'S DOWN.
LET'S HEAD OUT.
WHERE'S SCHWARTZ, MURPH?
AH, CALLED IN SICK AGAIN.
COMPUTER'S STILL ON IN THE OFFICE. YOU RUNNING A PROGRAM, MRS. WALLER?
JEEZ!
GET ALL YOUR PEOPLE OVER THERE NOW! WE GOT AN INTRUDER AND HE'S GOTTEN TO THE HEART OF THE SQUAD!
SLAM!
...P AGAINST THE WALL, YOU MOTHER--!
SHOOT! THEY'RE GONE!
DAMN! HE PULLED UP THE WHOLE ORGANIZATIONAL CHART!
OUR COVER'S BLOWN!

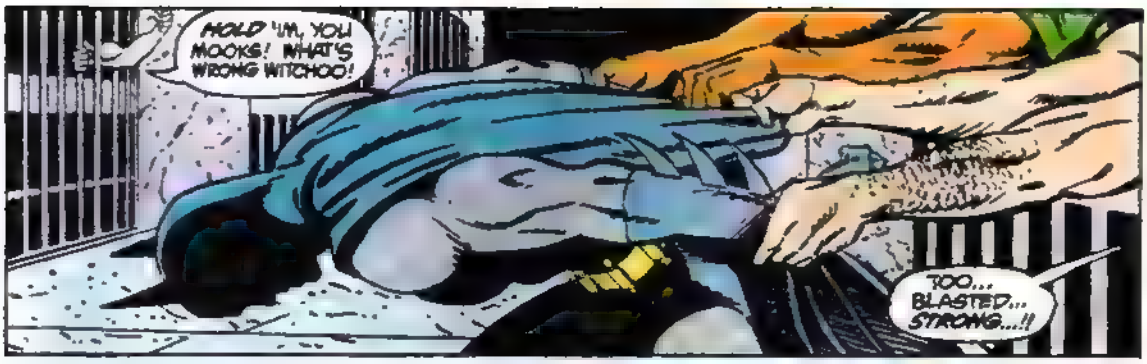
I THINK HE COPIED IT ONTO A FLOPPY DISK, TOO!
LIGHT UP THIS PRISON LIKE A MOVIE SET!
RAPID SCAN THE MONITORS! I WANT TO KNOW WHO'S DOING THIS!
DAMN!
WE IN TROUBLE NOW!

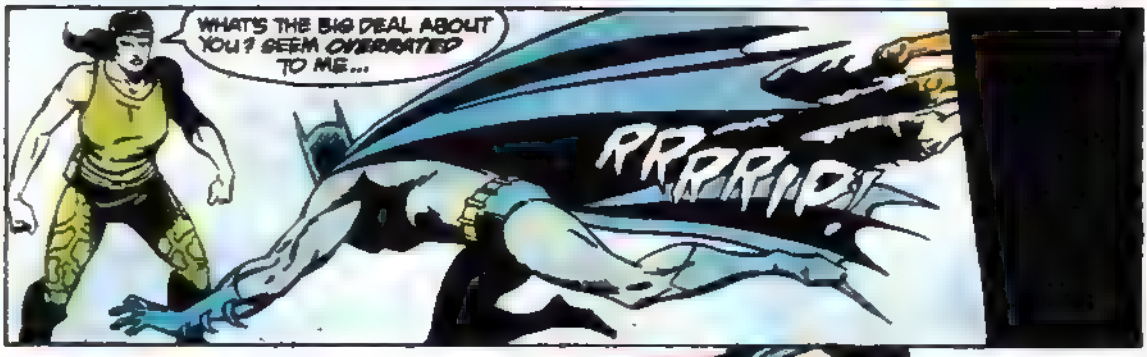
PLUG ME INTO WHOEVER'S LIVE AND KICKING FROM MISSIONS!
FLAG! BATMAN'S BROKEN IN! WE'VE GOT TO NAIL HIM!
YOU'RE IN ON THIS, LAWTON, AND DON'T FEED ME THIS "I-DON'T-DO-WINDOWS"!
BATMAN, EH?
WHY DOES THIS MATTER?
I AIN'T GOT TIME. HELP OR SIT, JUST DON'T GIVE ME NO LIP.
I WILL LOOK...
I WANT TO KNOW HOW HE GOT IN! WE'RE SUPPOSED TO BE IMPREGNABLE!
SECURITY! WHO'S NOT IN THEIR BED?
MONITORS SHOW EVERYONE'S HOME, MA'AM.
LOOK AGAIN WITH INFRA-RED AND GET RIGHT BACK TO ME!
YOU'RE UNDER ARREST!


WAK!
KRAK!
THOK!

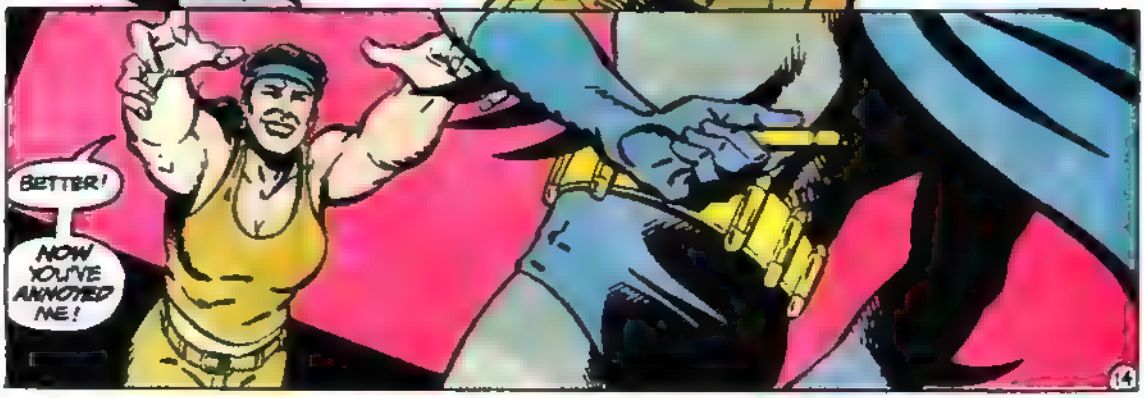



SEND 'IM OVER HERE!
FWACK!
THAT'S RIGHT!
GEDDIM!


HOLD 'IM, YOU MOOKS! WHAT'S WRONG WITCHOO!
TOO... BLASTED... STRONG...!!


WHAT'S THE BIG DEAL ABOUT YOU? SEEM OVERRATED TO ME...
RRRRRIP!

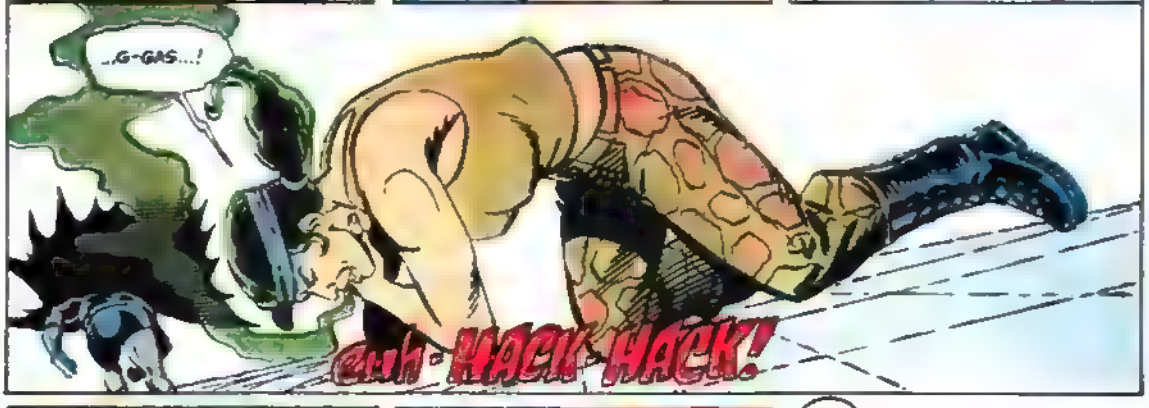
CHOK

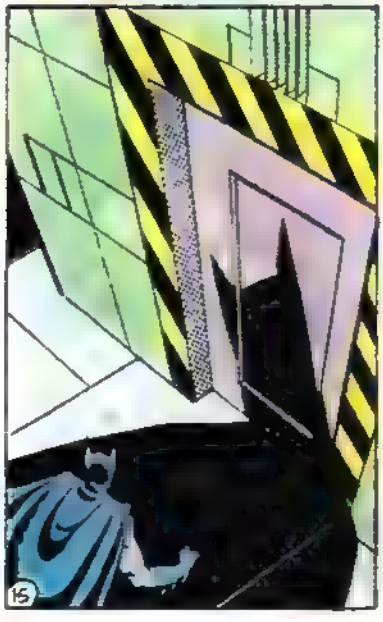

BETTER!
NOW YOU'VE ANNOYED ME!

MMMPH ?
SHWK

SSSSS

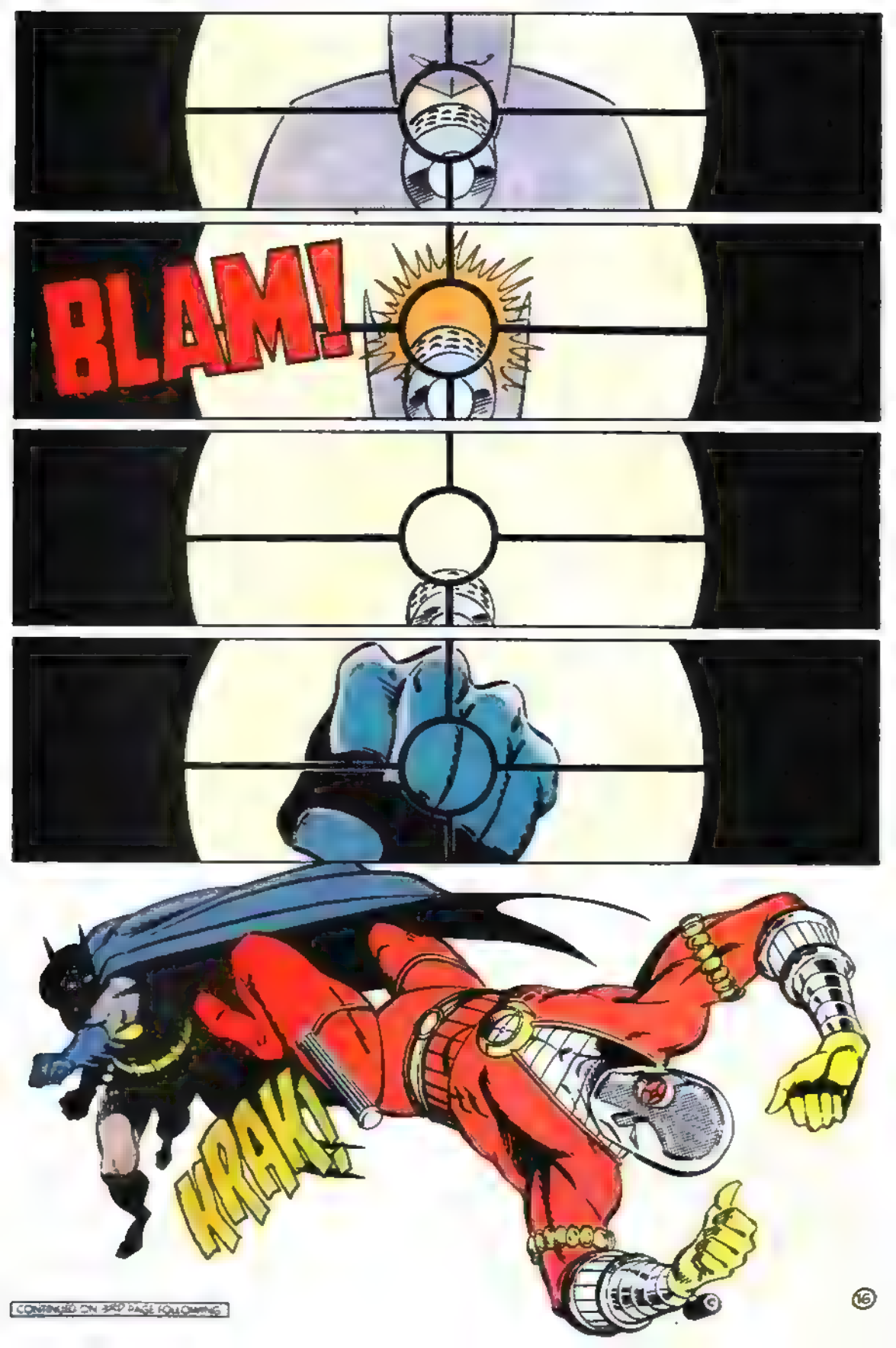
COHACK!
COUH-HACK-HACK!


..G-GAS...!
COUH-HACK-HACK!



HOWDY, BATS.

LONG TIME NO SEE.



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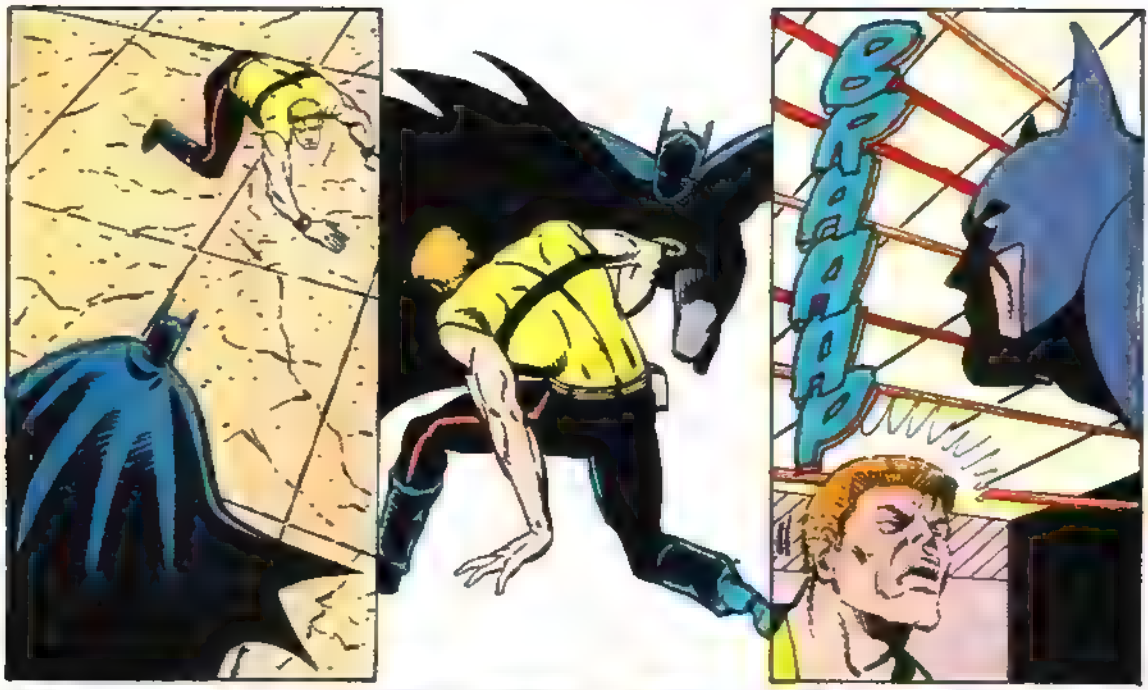
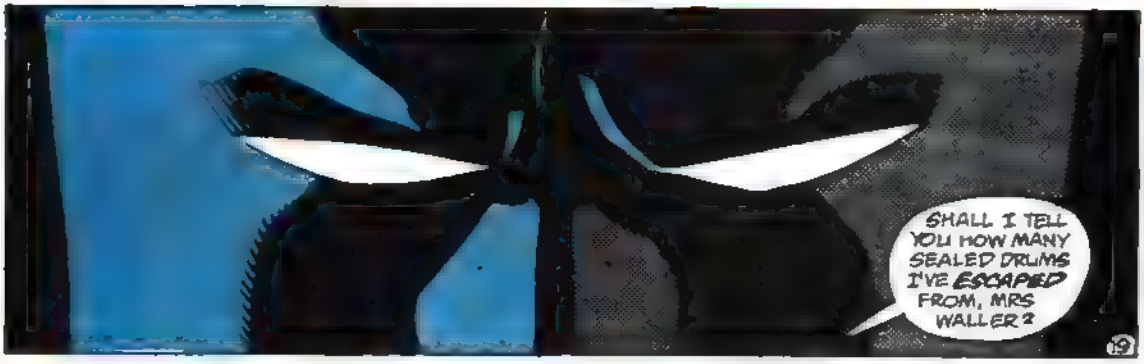
MAIN GATE
SORRY, BATMAN
WHAM!
YOU'RE STAYING.
THOK!

KRAK!
THUD!
BAF!
FOK!
RRIPP!
WHAM!
18


BRAAAAP

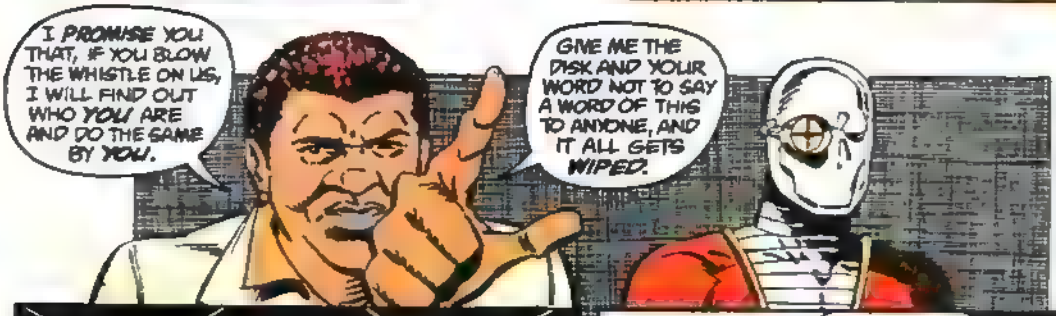
DON'T KNOW WHERE YOU WERE PLANNING TO GO, BATMAN.
PLACE'S SEALED TIGHTER THAN A DRUM.


SHALL I TELL YOU HOW MANY SEALED DRUMS I'VE ESCAPED FROM, MRS WALLER?

WHAT'S YOUR PROBLEM, BATMAN?
MY PROBLEM, MRS. WALLER, IS YOUR SUICIDE SQUAD.
THE GOVERNMENT IS NOW INVOLVED IN PUTTING UNREFORMED MENACES BACK OUT ON THE STREET. MENACES THAT I AND MANY OTHERS, COSTUMED AND OTHERWISE, SPENT A LOT OF TIME AND TROUBLE PUTTING AWAY.
I'D BEEN HEARING RUMORS ABOUT SUCH A GROUP AND, WHILE I WAS DOWN HERE DEALING WITH THE MANHUNTERS, MY CURIOSITY WAS AROUSED.
WHAT YOU'RE DOING IS A TRAVESTY OF JUSTICE. DO YOU REALLY THINK I'LL LET IT CONTINUE?
WE DO WORK THAT'S NECESSARY, EVEN IF OUR METHODS DO FALL OUTSIDE THE ESTABLISHED SYSTEM.
JUST LIKE YOU DO.
PEOPLE DON'T PAY THEIR TAXES TO SUPPORT ME... AS THEY DO YOU. MAYBE WE ASK THEM.
I WON'T KEEP YOUR SECRET.
ARE YOU WILLING TO KILL ME TO KEEP IT?

I'D KILL YOU, BATS, FOR THE SHEER PLEASURE OF IT.
IF YOU COULD'VE, YOU WOULD'VE BY NOW.
OR AREN'T YOU AWARE THAT YOU PULL YOUR SHOTS AROUND ME?

I WON'T SAY OUR SECRET IDENTITY ISN'T IMPORTANT TO US, BATMAN. JUST AS IMPORTANT AS YOURS IS TO YOU.
WE KNOW HOW YOU GOT IN HERE, WE KNOW WHAT ALIAS YOU USED AND WHO HELPED YOU.
YOU DIDN'T WEAR GLOVES IN THAT CELL, BATMAN; WE GOT A NICE SET OF PRINTS.


I PROMISE YOU THAT, IF YOU BLOW THE WHISTLE ON US, I WILL FIND OUT WHO YOU ARE AND DO THE SAME BY YOU.
GIVE ME THE DISK AND YOUR WORD NOT TO SAY A WORD OF THIS TO ANYONE, AND IT ALL GETS WIPED.

AND YOU EXPECT HIM TO KEEP SUCH A VOW?!
HE'S BATMAN

VERY WELL. I DO SO VOW.
I'LL FIND ANOTHER WAY OF BRINGING YOU DOWN.

KA-CHUNK
INCREDIBLE!
WE JUST MADE THE HIGH-AND-MIGHTY BATMAN BACK DOWN!
YOU LIKE THAT, LAWTON?
LET ME TELL YOU SOMETHING! THAT MAN IS WORTH ANY TEN OF CREEPS LIKE YOU OR BOOMERANG!
HE'S A MAN I'D HAVE BEEN PROUD TO SERVE WITH INSTEAD OF THE TWO-BIT JERKS LIKE YOU I GET STUCK WITH!
AND NOW THAT MAN'S MY ENEMY! JUST TO PROTECT SCUM LIKE YOU!
WELL, YOU AND THE OTHERS ARE GOING TO SHAPE UP, LAWTON.
OR I'LL BY GOD KNOW THE REASON WHY!
YOU CAN PUT THE COLONEL BACK AS MISSION LEADER, JOHN.
HE FINALLY SHOWED ME SOMETHING.
NEXT: BLOOD AND SNOW

SUICIDE NOTES

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L-3004

Dear Bob,

The second issue of the Russian mission was far superior to the first, mainly because of the Flag-Deadshot show. The scene with Flag threatening to kill Deadshot if he "accidentally" killed the Enchantress was an instant classic. In fact, Deadshot was so much fun this issue that he threatened to take Captain Boomerang's place as my favorite Squad member. (Of course, since Cap wasn't around this issue, it wasn't really a fair contest.) Lawton has a very complex personality, as written by John, and may well be one of the most important agents on any given mission, because he combines unbelievable marksmanship with nerves so cool he makes Flag seem panicky. Deadshot might have a death wish, but he'd better not die, as only, he, Flag and the ever popular Captain Boomerang are truly indispensable to the Squad.

Flag very likely has stronger feelings for Nightshade than she realizes. Either that, or else he just wants to be in the center of the action, because Nemesis was perfectly qualified to wait in the boxcar with Eve. I loved Nemesis' opinion that Flag is a part-time idiot—but I seriously doubt if Nemesis would ever say it to his face. After all, Flag is nearly as formidable as Amanda Waller!

One of the best parts of the issue was the setting of definite limits on Nightshade's power. Nightshade has always kind of worried me, because her power is too easy to abuse and could easily take all of the suspense out of a mission. But the sequence in which she just barely managed to warp Nemesis and herself aboard the train in time was one of the most suspenseful single scenes in SUICIDE SQUAD so far.

Kevin Lawless
6936 Edgevale Road
Kansas City, MO 64113

*****

Dear Bob,

SUICIDE SQUAD #6 was good, but only in certain ways.

One good thing about it was the story (more like it was greatt). John Ostrander really let the feelings of the individual characters show in this issue. Deadshot's hatred of the Russians, and especially Eve Eden's feelings towards Rick Flag and her determination to get her and the rest of the group back to the Embassy alive. Even Rick Flag showed that he cared a little for Eve when he was on the train leaving Gorki and when they were back at the Embassy. Mr. Ostrander has really strengthened on his writing, and I am hoping that he won't leave this title.

The one downfall of this issue was the art. Luke McDonnell has proven that he can do a great job pencilling. He just needs the right inker. Unfortunately, Bob Lewis is not it.

Some questions include: will Eve Eden choose Tom Tresser or Rick Flag to fall in love with? Will the Bronze Tiger ever discover that he was the one who killed Batwoman? When will Shade the Changing Man be coming? How about having Gypsy join? How are you going to have super-heroes guest star if they aren't supposed to know the Squad exists?

Paul Cieslewicz
439 County K
Custer, WI 54423

Bob's new to inking, relatively speaking and we think he's been growing with each issue. Luke agrees, so give the guy a chance!

Eve's decision is a long time coming, complicated by next month's CAPTAIN ATOM. John and I have big plans for the Tiger in coming months so stick around. Shade turns up this coming Spring. Gypsy? Nah; how about Vixen next month? See issue #13 for lots of super-heroes.

*****

Dear Suicide Insiders,

Do I wanna stick around a book when one of my favorite combination heroine-villains goes off the deep end on an important mission? You bet I do! If she were completely let loose, I'm sure the Enchantress could make Dark Phoenix look like Alf. I was expecting something like that in "Hitting the Fan," especially after last issue's excellent build-up, before Deadshot clipped her wings so deftly. As it turned out, she had to be brought under control somehow, and she did enough damage by destroying the rescue. I have to admit I was frightened by the excellent cover by Luke and Bob. I thought this would be the last of the Enchantress. The issue of her split personality will have to be resolved sometime, somehow, don't you think? Till then, satisfy some of us long time readers and tell us whatever happened to June Moone's old boyfriend, Alan Dale. Needless to say, the Enchantress remains my favorite member of the Suicide Squad.

The rest of the issue was even better, with the team trying to pick up the pieces of their mission and escape with their lives at the same time, and with a woman who didn't want to be rescued, no less! The tension mounted beautifully as they fought soldiers and made their way to the train. I appreciated the focus on Nightshade, and (at last) a romantic triangle going on in the team. The Penguin's presence has also added "spice" to the story.

Again, I enjoyed the art immensely, especially the splash page with the explosion illuminating everything, including the title, and the credits on the birch trees.

Neil Ahlquist
2817 15th Avenue South
Minneapolis, MN 55407

*****

Dear Squad People,

SUICIDE SQUAD #6 continues to show that DC has assembled a very competent team to produce what is currently one of my favorite titles. The action was well-handled and well-paced. The predicament the Squad finds itself in is great for entertainment value and suspense. Also, since there is no lead character, and we have been told characters may die, anyone might not make it. It's not a case of, "I know that there's a chance that some of them might not make it, and their mission could fail."

The Squad seems to have used up all their second chances. The Penguin in particular seems to feel the situation is hopeless. By the way, the Penguin is well handled here. He is very much in character, and in some ways better than many of his classic BATMAN appearances. Seeing him in prison clothes and disguised as a monk also help. The way the Penguin is written here makes up for the absence of my favorite Squad member, Captain Boomerang, whose absence is a logical one.

The only question I have is, how long can you keep this up? I hope the answer is, "For a long time!" If you can keep coming up with the interesting, well-written and well-drawn stories you've given us so far, SUICIDE SQUAD will become a comics classic some day!

Best line of SS #6: "Ahhh, ya never were fun at parties, Pengy."

Stephen Cade
4831 49 Avenue NW
Calgary, Alberta
Canada

For a long time, Stephen. We're planned well into next Fall and have already fleshed out ideas for our first Annual so the answer is a very long time.

*****

Dear Bob,

SUICIDE SQUAD is one of DC's best new titles, and their mission in Russia has been the best plot line so far. John has outdone himself with all the plot twists and character developments. I love the idea of springing old Pengy for his strategic abilities! I think he deserves a return engagement.

Deadshot is the best member and my favorite. He's probably headed for a real conflict with Flag—I'm looking forward to it.

I didn't initially care for either Boomerang or Bronze Tiger; now, I like them both. I would like to see Ms. Waller really lay into Digger one of these days, because I get the feeling that she's the only one who can intimidate him.

Loved what Enchantress wanted to do to Dr. LaGrieve, and her subsequent "fun" time going berserk.

I also love Bob's sense of continuity and his use of all DC's characters: Dr. Moon in #3, Black Orchid in #4 and now we're going to be treated to the Peoples' Heroes. Bravo!

Luke's art also pleases. What I love most is the close-ups of faces. The emotion is always excellent. Nice cover on #6, too.

I loved Killer Frost as a Suicider in FIRESTORM, any chance she'll pop up here? She'd be quite an addition! Some other ideas for guest stars include Poison Ivy, The Monocle and Paragon.

William E. Behrens
5233 North Long
Chicago, IL

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Dear Bob,

This book has been non-stop action since issue one. One of the reasons for its appeal is the cast involved. There are basically two types of characters in this book ... good guys and bad good guys. The good good guys are the ones that participate because they want to (Nemesis, Nightshade, Bronze Tiger and Flag). Enchantress is somewhere in the middle. This is where the conflict comes in. Half of the team will help the others only because it is part of the mission. The other half will stab them in the back and leave them for dead.

Concerning issue #6: first of all, the interior art was the usual for Luke. I never liked his work on JLA but it seems to be quite well-suited for this book. The cover, however, was fantastic. I couldn't have expected better from Byrne or Perez. As far as the story goes, it is quite interesting to see how each character reacts to Trigorin's demand to remain as a martyr. Confusion and impatience are only two of the emotions felt by the team.

I enjoyed watching the Enchantress lose it. I would like to see an issue where this happens again but Deadshot or Boomerang isn't around to "shoot" her down. It was also nice to see Nightshade struggling with her powers because she was so tired. If one of the villains had this power he would have said screw it.

I am looking forward to the conclusion and the confrontation between Flag and the people responsible for sending them on this suicide mission when they didn't even do enough intelligence work to find out if she really wanted to leave or not. Then to be abandoned by the Ambassador's liason! What's going to go wrong now? Don't tell me ... I'll find out in four weeks.

Bob Felber
60 Ruskin Avenue
Woonsocket, RI 02895

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Dear Editor,

After blundering their way through Russia, in issue #6, Deadshot ends the issue by asking, "What do you want to do now?" Well, fellas, the first thing you should do is shave. You look awful.

As the old cliche goes and Rick Flag is sadly finding out, "You just can't trust *nobody*." Not only does Enchantress go off her nut, but Deadshot; who for five issues had been the "steady rock" of the team, spends most of #6 plunging off the deep end himself. Flag is a leader, but now he's got nobody worth leading.

Luke McDonnell and Bob Lewis turned in some good artwork and the coloring was superb; showing good contrasts in blacks and whites. It looked like the lonely wilderness it was supposed to.

John Ostrander missed one good bet by not picking up on the "feud" between Penguin and Deadshot that began in DETECTIVE.

Charles D. Brown
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COMING ATTRACTIONS

The Millennium has come to an end and things seem to be going back to normal around the DC Universe. Yet, there are a few discussions still to be held and over in SPECTRE #11 this week, the spooks get together to chat. Guest stars include Phantom Stranger, Zatanna, Dr. Fate and others but we're telling you about this because June Moone turns up. Since we used Madame Xanadu a while back, it makes sense for June to pop up over there.

In four weeks back here, we present the first of a two-parter which finally brings Vixen to this series. Not only Vixen but Speedy as well. We go south of the border for some very dangerous action as Speedy leads the Squad on a mission (with Boomerang, Nightshade, Enchantress and Black Orchid) against a Colombian drug king! Very serious stuff also happens and we suggest you don't miss out.

Around the same time, we find out where Flag is when DC presents DOOM PATROL/SUICIDE SQUAD SPECIAL #1. It's a 48-page, no ad extravaganza co-written by John Ostrander and Paul Kupperberg with Erik Larsen and Bob Lewis. How could you pass up a story that has the Squad, the Patrol, Hawk, the Rocket Reds and it's all set in Nicaragua?

Lots of Squad action coming up so don't miss out. Keep those cards coming, have a happy Thanksgiving and keep smiling!

—Bob Greenberger

BEAST CHARMING
Perenially purveying a plenitude of purty, prettified pictures to my peerless pals!
HUMBLE CONTRIBUTOR TO #THECOMICRACK
Queries? Requests? Contact me at BeastCharming@yahoo.com
Pledged to scan all series great and small...